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NERP COMMANDS
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TRUE;
FALSE;

GetRandom;
GetRandom10;
GetRandom100;
GetRandomTrueFalse;

GetMinifigureTask;                        //get number of minifigures doing a
task
GetMinifigureActivity;            //get number of minifigures doing an
activity
GetMinifigureHealth;
GetMinifigureEnergy;
GetMinifigureTool;                    //drill, spade
GetMinifigureCarryObject;             //crystal, ore, weapon
GetMinifigureCurrentTask;             //deposit crystal, dig, etc
GetMinifigureUnderAttack;             //weapon type, thrown about,
punched,etc
GetMinifigureScared;                  //close proximity of enemy
GetMinifigureCocooned;          //trapped by cocoon

GetCrystalsCollected;
GetCrystalsCurrentlyStored;
GetCrystalsUsed;                              //CRYSTALS USED FOR
CONSTRUCTIONS ETC
GetCrystalsStole;

GetOreCollected;
GetOreCurrentlyStored;
GetOreUsed;                                   //ORE USED FOR
CONSTRUCTIONS ETC
GetOreStole;

GetBlocksDynamited;
GetBarriersOnLevel;
GetElectricFencesOnLevel;

GetMinifiguresTeleportedIn;
GetMinifiguresDestroyedIn;
GetMinifiguresSold;
GetMinifiguresTeleportedOut;
GetMinifiguresGrabbed;
GetMinifiguresScaredCount;                    //NUMBER OF TIMES MINIFIGURES
ARE SCARED, NOT NUMBER OF INDIVIDUAL MINIFIGURES SCARED
GetMinifiguresSlippedCount;               //NUMBER OF TIMES MINIFIGURES SLIPPED,
NOT NUMBER OF INDIVIDUAL MINIFIGURES SPLIPPED
GetMinifiguresCaughtInWeb;

GetVehiclesTeleportedIn;
GetVehiclesSold;
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GetVehiclesTeleportedOut;
GetVehiclesCaughtInWeb;

GetBuildingsConstructed;
GetBuildingsDestroyed;
GetBuildingsSold;
GetBuildingsTeleportOut;
GetBuildingsPunched;                              //NUMBER OF TIMES BUILDINGS ARE
PUNCHED
GetBuildingsHitByBoulder;                         //NUMBER OF TIMES BUILDINGS ARE
HIT BY BOULDER

GetRockMonstersEmerged;
GetRockMonstersDestroyed;
GetRockMonstersEnteredWall;
GetRockMonstersElectrocutedOnFence;

SetLevelComplete;
SetGameComplete;
SetPrintMessage;

GetR0;                    //get current value
GetR1;
GetR2;
GetR3;
GetR4;
GetR5;
GetR6;
GetR7;

SetR0;                    //set current value
SetR1;
SetR2;
SetR3;
SetR4;
SetR5;
SetR6;
SetR7;

GetTimer0;                //get current time in seconds
GetTimer1;
GetTimer2;
GetTimer3;

SetTimer0;                //set current time in seconds
SetTimer1;
SetTimer2;
SetTimer3;

// very questionable
SetAssignTaskToUnit;
SetCreateBuilding;
SetCreateMinifgure;
SetRockMonsterAggression
SetSpiderAggression

// The newer commands
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GetBarracksBuilt                              //Number of barracks
GetOreRefineriesBuilt                         //Number of Ore Refineries
GetToolStoresBuilt                              //Number of Tool Stores
GetStudCount                                    //Number of studs
GetTeleportsBuilt                             //Number of teleport pads
GetMiniFigureSelected                         //Is a minifigure selected?
GetSmallDiggerSelected                        //Is a small digger selected
GetMiniFigureinSmallDigger                    //Is there a minifigure in a small
digger somewhere
GetTrainFlags
SetTrainFlags
SetIconPos                                    //Sets position of icons
displayed with message
SetIconSpace                                  //Sets spacing of icons
displayed with message
SetIconWidth                                  //Sets width of icons displayed
with message
SetMessageWait
GetMountIconClicked                             //Has mount icon been clicked
SetMountIconClicked                             //Manually set value of above
FlashMountIcon                                  //Flash the mount icon
SetTutorialPointer                              //Make a pointer appear above
tutorial block number x
GetTutorialFlags                            //Get the current tutorial flags
SetTutorialFlags                            //Sets tutorial flags (0 = allow any
click anywhere anytime  3 = Disallow invalid clicks)
SetRockMonster                                //Make a rock monster appear at
block x,y
GetOrePickedUp                              //How much ore is currently
being carried
GetOreCurrentlyStored                       //How much ore is stored
GetOreUsed                                    //How much ore has been used???
GetOreStolen                                  //How much ore has been
stolen???
GetCrystalRefineriesBuilt                   //Has a crystal refinery been built
FlashLayPathIcon                            //Flash the lay path icon
SetLayPathIconClicked                       //Set a value for click flag
GetLayPathIconClicked                       //Has it been clicked
GetTeleportPadIconClicked                   //Has teleport icon been clicked
SetTeleportPadIconClicked                   //Reset value to summat
FlashTeleportPadIcon                        //Flash teleport minifigure icon
GetMessageTimer                               //Gets how much longer a wav
accompanying a message will last
SetMessageTimerValues                       //Set defaults (see example)
GetTutorialBlockClicks                      //Has the block at tutorial block
number x been clicked
SetTutorialBlockClicks                      //Reset this value
GetTutorialCrystals                           //How many crystals are at this
tutorial block
SetTutorialCrystals                           //Set this value
GetPathsBuilt                                 //How many paths have been built
GetBuildPathIconClicked                     //Reset value
SetBuildPathIconClicked                     //Has build path icon been clicked
FlashBuildPathIcon                            //Flash build path icon
GetTutorialBlockIsGround                     //Is there ground at tutorial block x
SetCameraGotoTutorial                       //Make camera look at a particular
tutorial block
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FlashDynamiteIcon                              //Make the dynamit icon flash
GetDynamiteClicked                                 //Has this icon been clicked
SetDynamiteClicked                                 //Has my life really become this
dull?
AddPoweredCrystals                                 //Why am I writing all of this?
GetGraniteGrinderSelected                      //Has the granite grinder been
selected
GetChromeCrusherSelected                       //Has the chrome crusher(large digger)
been selected
```

Sample NERP levels

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//---------------------------
//Example of what to use for sample times
//Set wait times (sample length multiplier, time added after sample, time for no
sample)
TRUE ? SetMessageTimerValues 1000 1000 4000

//---------------------------


//---------------------------
Objective :-
            Level ends after 5 minutes

Solution :-
            TRUE ? SetTimer0 300
            GetTimer0 > 0 ? :Skip
            TRUE ? SetLevelComplete
Skip:
//-------------------------------


//---------------------------
Objective :-
            Level ends after 10 power crystals collected and teleporter built
            After 9 crystals collected give the message "Only one more crystal
to collect"

Solution :-
            GetCrystalsCollected < 10 ? :Skip
            GetCrystalsCollected = 9 ? SetPrintMessage Only one more crystal to
collect
            GetBuildingsConstructed TELEPORTER <1 ?:Skip
            TRUE ? SetLevelComplete
Skip:
//-------------------------------
```